



ALLIGATA
BITES BACK

64/128 CBM

CBM6

CBM64/128

CBM16/128

CBM64/128

821/128

CBM64/128

PUB GAMES

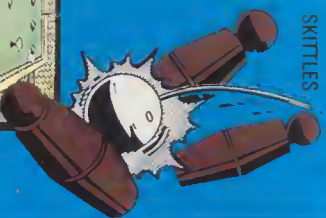


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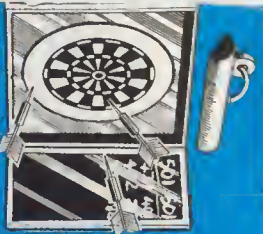
Pub Games

A
COMPENDIUM OF PUB GAMES
FOR HOME COMPUTERS.

SKITTLES



DARTS



BAR BILLIARDS



PONTOON & POKER

TABLE
FOOTBALL



DOMINOES



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PUB GAMES

DARTS — S07 or 301, finish on a double, normal match rules.
Best of 3 games.

F1 — select S07/301

JOYSTICK up/down &

left/right — aim dart.

FIRE — throw dart.

TABLE FOOTBALL — 3 games with £1 for the winner of each game. 9 balls per game.

JOYSTICK 1 & 2

up/down — move players up/down

left/right — kick and reset to forward kick position.

FIRE — throw dart.

BAR BILLARDS

is played with 8 balls (7 white 1 red). Red ball starts on the table, any score made with the red ball is doubled. Foul shots include;

1. Any ball returning over baulk-line
2. Failing to hit a ball in play
3. Knocking over white mushroom skittle

The above fouls zero your break!

After 10 minutes, potted balls are not returned, and play continues with the remaining balls. When the last two balls only remain, the ball nearest the player is returned to the half circle, and an attempt must be made to pot off the cushion into the 200 hole. Beware! Knocking over the black skittle zero's your score.

SCORING

●	●	●	●	●
30	20	10	20	30
		100		
	●	●	●	
	50	50		
		200		

JOYSTICK CONTROL

up/down — position ball

left/right — aim dart.

fire — take shot

left/right — Select left or right side spin OR

up/down — select top or bottom spin

fire — to accept

up/down — power of shot

fire — accept

left/right — angle of shot

fire — take shot

DOMINOES

— fire button reveals dominoes so make sure your opponent looks away. Normal rules with 3 games and £1 for the winner of each game.

joystick 1 & 2

fire — reveals dominoes

left/right — select domino or knock

fire — to confirm/accept

up/down left/right — position domino on table

← cursor — rotates domino into position when placing

F1 — Change selected domino

PONTOON

— Place your bets using F1 to increase your stake (minimum £1 maximum £5). After your second card (TWIST), STICK or BUY (no sticking below 16). Pontoon beats 5 card trick. 10 consecutive hands for each player, with your final trick added to your score.

F1 — increase/decrease stake

Return — turn second card

S — stick T — twist B — buy

POKER

— keyboard numbers 1-5 represent the 5 cards dealt. You may be dealt another hand or a selection of the five cards. Pressing numbers 1 to 5 selects the cards to be replaced. Space bar starts the dealing and each player has 10 £1 chips. Maximum gamble £1 — but high odds give big winnings in this game.

Space — start game 1-5 — exchange retain card

ODDS:

2-1 Pair 6-1 Flush 10-1 Run, Full house, 4 of a kind

4-1 2 Pair 8-1 Prial 20-1 Running flush

SKITTLES

— 5 games each with £1 for the winner of £1 each for a draw. 10 bowls per game. Try to line up your bowl and the target to obtain a strike. 10 points per skittle down.

joystick/keyboard Fire or space

space — when prompted to change player

HOW TO LOAD

CASSETTE — hit SHIFT/RUNSTOP keys together

DISK — LOAD *:* 8, 1

Follow the menu prompts to load the game of your choice or play the FULL PUB GAMES RUN

SCORING — the complete PUB GAMES RUN will give a running total of your scores, see the game descriptions for their individual scoring methods.

GAMES ORDER

Menu, Darts, Bar Billiards, Dominoes, Table Football, Pontoon, Poker, Skittles.

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